NES-MS-USA

BANDAI

TAG TEAM MATCH M.U.S.C.L.E.™

Licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM™

INSTRUCTION BOOKLET

BANDAI

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ENTERTAINMENT SYSTEM™

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Thank you for selecting the Nintendo Entertainment System M.U.S.C.L.E.™ Tag Team Match Game Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

The world's super tag team wrestling championship title is up for grabs, and everyone is scrambling to get inside the square circle to grapple for this prestigious title and belt.

Among the contenders are M.U.S.C.L.E. Man, Robin Mask, Ashra Man, Terry Man, Geronimo, Larmen Man, Buffalo Man and Wars Man. Each of these great ring tacticians wants to be champion. But only one can win! These wrestlers have perfected special techniques that dazzle, confuse and conquer their opponents.

Team up with your favorite super wrestler and provide him with your assistance. Together you can win the match and title through unique strategies, tremendous ring skill and great team work!

Please read this Instruction Booklet carefully to ensure proper handling of your new game. Save the Booklet for future reference.

PRECAUTIONS

1. Turn off the power when inserting or removing Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

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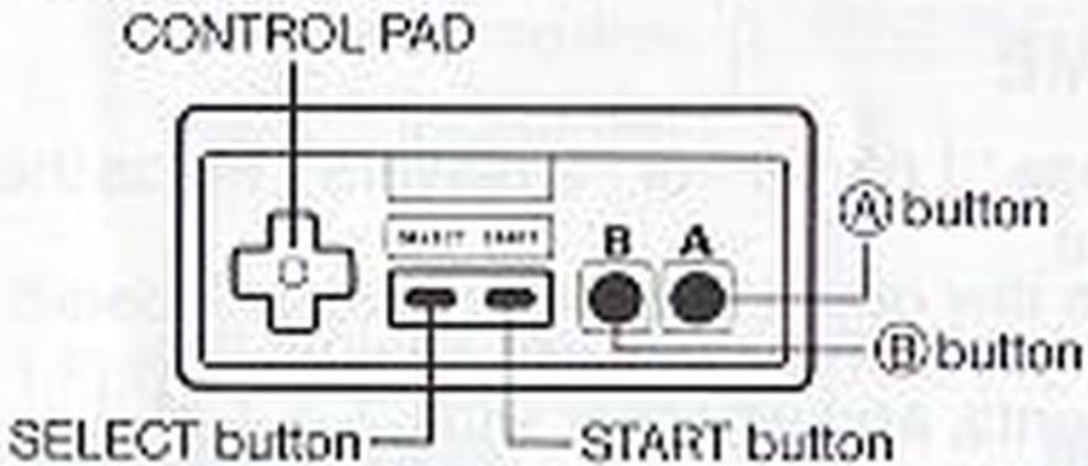
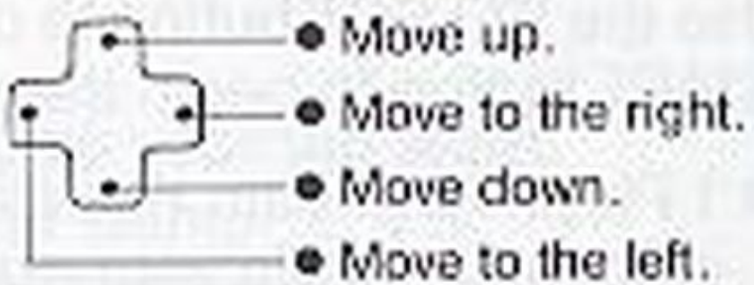
1. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

CONTROLLER



CONTROL PAD...this controls the super wrestlers.



Controller 1—for 1 player game.
Controller 2—for second player in 2 player game.

Ⓐ button . . . . . Use for applying techniques.
Ⓑ button . . . . . Use for jumping.
SELECT button . . Use this button to select "1 player" or "2 players".
START button . . . Press this button to begin a game or to pause.
PAUSE . . . . . If you wish to stop or interrupt play in the middle of a game, press the START button. The pause tone

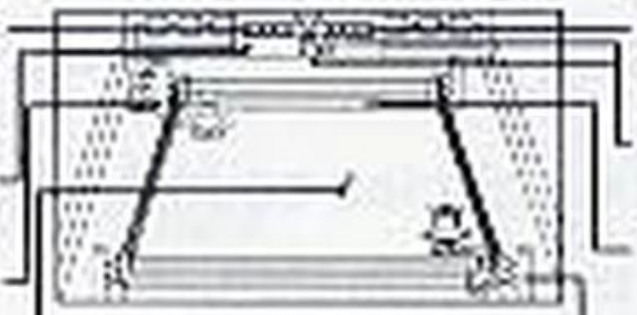
will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

2. HOW TO PLAY THE GAME

Use the SELECT button to choose "1 player" or "2 players". Press the START button to begin the game.

- 1 Player Tag Team Wrestling Match—You compete against the computer. Tackle your opponents, and whoever wins 2-out-of-3 rounds wins the match, and continues onto the next match.
- 2 Player Tag Team Wrestling Match—Two super wrestlers vie against each other for the best 2-out-of-3 matches. Whoever takes 2 matches wins the game.

Note: When you want to reselect your super wrestlers, press the RESET button.


Blue corner: Super wrestlers' power gauge.
When you win one round, a trophy cup appears.
Blue corner: tag area.
Booster Ball.
Red corner: Super wrestlers' power gauge.
Display of time left in round.
Trainer.
Red corner: tag area.

Select the super wrestlers who will make up your tag team.

1 Player Game

■ Position the blue ball under the selected super wrestler and press A button.

2 Player Game

■ Position the red ball under the selected super wrestler and press the A button.

The game starts as soon as you make your selection.

The blue/red ball circles clockwise.

The blue/red ball circles counterclockwise.

There are three rounds in each match. If you win two out of three rounds, you win the match. The 'gong' sound indicates the beginning of each round. Defeat your opponent by using different techniques within the given time limit.

WRESTLING TECHNIQUES

KICK
Press Ⓑ button to make your super wrestler jump. If you press Ⓐ button simultaneously, he will deliver a kick to his opponent's body.

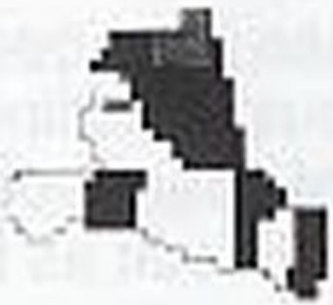
PUNCH
When you and your opponent's super wrestlers are facing each other, press Ⓐ button and he'll give his opponent a knock-out punch.

BACK DROP
Sneak to the back of your opponent and press Ⓐ button. He'll execute a perfect back drop.

PUSHING YOUR OPPONENT AWAY
If you press Ⓐ button while the wrestlers are facing and touching each other, you can push your opponent away.

DROPKICK
Throw your opponent against the ropes, then kick when he bounces back.

CLOTHESLINE
Throw your opponent against the ropes and when he bounces back, press the Ⓐ button, and you'll give him a clothesline.



FLYING BODY ATTACK
If you deliberately jump into the ropes by pressing Ⓑ button, you can perform a fantastic flying body attack.

IN A PINCH
The blue and red balls are gauges of the super wrestlers' power. When you are attacked by your opponent and only two balls are left, your movement slows down. With only one ball left, your ability to jump is eliminated.

TAG

When your opponent has you down and you're in a pinch, you can switch wrestlers by having one tag the other. Return to your corner and press Ⓐ button. The wrestlers can now switch positions. After having tagged each other, the wrestler in the ring must wait at least 10 seconds before tagging again.

HOW TO WIN

1 PLAYER TAG MATCH

You will win if you make your opponents lose their super power by using any of the various wrestling techniques. You will lose the round if you run out of your super power, or when your time is up. The game gets more difficult as the matches proceed.

2 PLAYER TAG TEAM MATCH

You will win if you make your opponent lose his super power by using any of the various wrestling techniques. You will lose if you run out of your super power. When the time is up, the wrestler who has the more super power left, wins.

BOOSTER BALL

Provides each wrestler with a chance for him to use a technique that

is special or unique to him. When you receive the Booster Ball the Trainer throws, your super wrestler turns on and off, and you can use the special technique by which he can eliminate his opponent.

Special Techniques

MUSCLE MAN—Muscle Driver

■ Approach your opponent from behind and press Ⓐ button.

ROBIN MASK—Tower Bridge

■ Approach your opponent from behind and press Ⓐ button.

ASHRA MAN—Ashra Buster

■ Approach your opponent from behind and press Ⓐ button.

TERRY MAN—Bulldogging Headlock

■ Face your opponent and press Ⓐ button.

GERONIMO—Tomahawk Technique

■ Aim at your opponent and press Ⓐ button.

LARMAN MAN—Fatal Kung Fu

■ Face your opponent and press Ⓑ button. While you are jumping, press Ⓐ button.

BUFFALO MAN—Hurricane Mixer

■ Face your opponent and press Ⓑ button.

WARS MAN—Bear Claws

■ Face your opponent and press Ⓑ button.

3. INTRODUCTION OF SUPER WRESTLERS AND THEIR SPECIAL TECHNIQUES

MUSCLE MAN
Muscle Driver

ROBIN MASK
Tower Bridge

ASHRA MAN
Ashra Buster

TERRY MAN
Bulldogging Headlock

GERONIMO
Tomahawk Technique

LARMEN MAN
Fatal Kung Fu

BUFFALO MAN
Hurricane Mixer

WARS MAN
Bear Claws

TRAINER

Special Rings

Ice Ring

The floor inside the ring freezes over and the super wrestlers slip.

Electrified Ring

Touching the ropes gives the wrestlers a shock. When you want to move away, push Ⓑ button and jump.

4. HOW TO SCORE

You score points by inflicting damage on your opponents.

Bonus Points

- When you win a round by 2 against 0, you get 10,000 points.
- When you win a round by 2 against 1, you get 5,000 points.

If you wish to play again after the game is over, press the START button.

INTRODUCTORY WRESTLING COURSE

CREATE THE MOST POWERFUL WRESTLING TAG TEAM

Each super wrestler has a different special wrestling technique. The techniques that are the most difficult to master are those that wreak the most havoc on your opponent. Choose your partners carefully and create the most powerful wrestling team!

When you get smashed by your opponent, your super wrestlers' power decreases.

Now let's begin the game! A match consists of three rounds. If you

take 2-out-of-3 rounds, you win the match. Win through special techniques and great team work. As the game progresses, the floor of the ring will change.

When you are attacked by your opponent, your super wrestlers' power will decrease. Your movements slow down and soon you will not be able to jump. When this happens, the smartest move to make is to tag your partner and let him take over.

INTERMEDIATE WRESTLING COURSE

The following techniques are very effective in the ring.

By using a number of assorted techniques, you can knock your opponent down before your time is up.

Catch the Booster Ball the Trainer throws in. This is your chance to use your special technique!

Use the ropes to your advantage. Leaning against or being close to the ropes is a great advantage to use for a number of successive, specialized techniques.

ADVANCED WRESTLING COURSE

ASHRA MAN reveals his top, super secret technique!

PERFORM A SERIES OF CONTINUOUS BACK DROPS

Once you are accustomed to using various wrestling techniques, master the consecutive applications of these techniques. For example, try a back drop first, and when your opponent is barely up, jump and kick him again. You can devastate any opponent by using these techniques, one right after the other!

A SURE WAY TO WIN A MATCH!

LOCK UP YOUR OPPONENT'S SPECIAL TECHNIQUE

Keep an eye on your opponent's special technique. There is a way to lock up your opponent's most devastating technique and render him helpless. If you can't discover the method, prevent your opponent from getting the Booster Ball. When the Booster Ball appears, attack your opponent and keep him out of the range of the Booster Ball.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY:
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that the Game Pak ("PAK") and including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-201-805-3000. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Eastern Time, Monday through Friday.
3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof of purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
4 Pearl Court
Allendale, NJ 07401

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the above number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $12.50 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $12.50 payment refunded.

WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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